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Dated 3 March 2000

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The Patent Office

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Cardiff Road
Newport
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1. Your reference

23393

22 FEB 1999

2. Patent application number
(The Patent Office will fill in this part)

9904031.3

3. Full name, address and postcode of the or of
each applicant (underline all surnames)

WOOD, RAMSEY, 182 Fordwych Road, London NW2 3NX

Patents ADP number (if you know it)

If the applicant is a corporate body, give the
country/state of its incorporation

4. Title of the invention

PLAYING CARDS

5. Name of your agent (if you have one)

GALLAFENT & CO

"Address for service" in the United Kingdom
to which all correspondence should be sent
(including the postcode)

9 STAPLE INN
LONDON WC1V 7QH

Patents ADP number (if you know it)

0000729001

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applications give the country and the
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these earlier applications and (if you
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Country

Priority application number
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7. If this application is divided or otherwise
derived from an earlier UK application,
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Number of earlier application

Date of filing
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8. Is a statement of inventorship and of right
to grant of a patent required in support of
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a) any applicant named in part 3 is not an inventor, or
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PLAYING CARDS

5 This invention relates to playing cards and, in particular, to bifunctional packs of playing cards which may be used to play a variety of entertaining and stimulating card games as well as acting as an informative advertising and educational medium, compendium or catalogue.

10 Playing cards have been known for centuries and in a very wide variety. A pack of playing cards conventionally consists of a set of individual cards of which one side of each card (the back) is identical throughout the pack, the other side of each card (the face) bearing one among
15 a variety of different designs. The classical "standard playing card" pack consists of fifty-two cards where the fifty two different face designs consist of four "suits", conventionally called clubs, diamonds, hearts and spades, and where each suit (of thirteen cards) has a number or
20 character associated with it, conventionally ace, two to ten, Jack, Queen and King. Additionally, some playing card games require extra cards having a special symbol on them (conventionally called a Joker) which, according to the rules of the game being played, may substitute for a

of example, the backs of some of the cards (or, of course, all of them) may bear words, and the arrangement of the words on the backs of the cards may be such that when the cards are assembled in accordance with a rule
5 applying to the markings on the faces of the cards, the wording on the backs of the assembly of cards is coordinated, e.g. to construct a sentence or sentences, a message of some other sort, or a poem - for example a Clerihew, Haiku or some other short form.

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Thus, it is possible, for example, to conceive of a set of playing cards with conventional ace to King markings on their faces and a series of short lines on their backs such that a conventional four-card trick such as is
15 constructed during the course of a game of Bridge or Whist may constitute a quatrain such as a Clerihew, or three of them may be arranged to provide a Haiku fitting the classical rules for the construction of Haiku. One can then envisage scoring being dependent not merely on
20 the number of tricks which a player collects at the end of a round, but additionally on how many of the sets of three or four cards, when assembled in appropriate order (e.g. rising or descending card face value) form a correctly structured Clerihew or Haiku. A correctly
25 structured Clerihew formed from a set of four cards of which the face values are not all of the same suit might score a bonus.

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In an alternative, sets of cards having face values in sequence may have on their backs individual sections of a complete poem. In such cases, it is often convenient to print, as well as wording, some indication on the backs of the cards as to whether a section of text constitutes the beginning, ending or middle portion of a poem which

The inter-relationship of the backs and fronts of packs of cards in accordance with the present invention may be achieved by simple physical sorting of a set of backs on to a set of fronts, or it is possible to write relatively simple and straightforward computer programs to distribute the designs for the backs appropriately coordinated with the standard designs on the faces. In order to provide basic familiarity, it is preferred that the designs on the faces are relatively straightforward standard four suit card designs.

If it is desired to enable the cards to be used in competitive play, the differing designs on the backs of the cards may be restricted in area compared to the area of the entire card back so that a fan of cards shows only the back of the endmost one, i.e. the roughly chevron-shaped or L-shaped non-overlap areas all look the same. Of course, if such cards are dealt out in conventional fashion - to each player in rotation, one card on top of another, face down - a skilled observer can detect in which hand cards are, but not very easily. During play, the back of the card in the fan furthest from the player holding the fan may be easily obscured by the player's hand. However, if desired, feats of memory could be part of the rules of group play, so that the more face values a player could correctly memorise and reproduce from the differing back texts or images, the higher would be his final score, and - if the items so correctly memorised were products or educational or other promoted material - the higher the pleasure of the organisation, company or individual whose material is printed on the pack.

Accordingly, in a specific embodiment, a pack of playing cards according to the present invention has a set of

ABSTRACT

PLAYING CARDS

- 5 Packs of playing cards described in which backs are not all identical, but rather can be different, but sets of backs can be coordinated with one another and that coordination can in turn match, in accordance with appropriate rules, coordination of the faces of the
- 10 cards. For example, a run of point values of the same suit on the faces of the cards can correlate with a run of sections of a poem or image printed across the backs of several cards.
- 15 A very wide variety of new, entertaining and educational card games can thus be constructed.